

COMMODORE 64



JOYSTICK
OPERATED

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CAVELON

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Enter the castle stronghold at your peril! To rescue Guinivere you must ascend six awesome levels dodging and battling the deadly knights. Will the magic of the sword 'Excalibur' and your own chivalry make good prevail? Enter Cavelon and see.

Made in the U.K.

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Its program code, graphic representation and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of O.S.L. All rights reserved. The program runs on any Commodore 64 and requires a Commodore compatible joystick. Rescue Guinivere with the aid of the Magic Excalibur.

LOADING

Position the cassette in your Commodore tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should appear, press PLAY on tape. This program will now load automatically. When loading is complete follow screen instructions.

PLAYING

You ride up to the foreboding castle and see the maiden frantically waving for help. Enter the stronghold at your peril. The contest has just begun! To reach your quest you must ascend the six levels – and on each floor collect all the pieces of the door together, which will allow you to pass up to the next. Knights and Archers will try to stop you but you have a secret weapon – the mighty "Excalibur". Should you

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grasp it, the magic renders you immune for a time. Save these swords if you can – on the final level you will really need them!

Good Luck.

STATUS AND SCORING

On screen scoring shows current score, number of lives remaining, the door pieces collected, bonus and number of swords. Points are awarded as screen instructions.

CONTROLS

The game is controlled by any Commodore compatible joystick through port 1, and can be played by one or two players with the same joystick.

F5 – Excalibur immunity button (zap)

F1 – One player

F3 – Two players

Cavelon, written by John Hutchinson is only one of many exciting games from Ocean Software. Please ask your local dealer for other titles in our range. If you've written a good program, why not contact us, without obligation, to discuss marketing it for you. Write to:

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PRODUCED BY D. C. WARD

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